

## CLAIMS:

1. A method of awarding a prize in a gaming system comprising at least one gaming machine, characterised in that the probability of each gaming machine winning the prize is dependent upon at least some of the amount wagered on that gaming machine during an elapsed period.
2. A method as claimed in claim 1 wherein the probability is related to the total wagered amount recorded during the elapsed period.
3. A method as claimed in claim 1 wherein the probability is related to the maximum amount wagered on a game during the elapsed period.
4. A method as claimed in claim 1, wherein the elapsed period is a rolling or sliding period of time.
5. A method as claimed in claim 1, including the step of conducting a series of prize draws and, prior to each prize draw, calculating the probability of each gaming machine winning that draw.
6. A method as claimed in claim 5, wherein the elapsed period is a predetermined period preceding each draw, further comprising the steps of recording amounts wagered on each gaming machine and calculating the probability of each gaming machine winning that draw from amount(s) recorded during the predetermined period.
7. A method as claimed in claim 6, wherein the draws are conducted at periodic intervals of time, the period between draws being no greater than the predetermined period.
8. A method as claimed in claim 7, wherein the winning probability for each gaming machine is calculated from the estimated amount wagered on that gaming machine during the period since the last draw, the estimated amount being calculated on a *pro rata* basis from the recorded amount of wagers during the predetermined period.
9. A method as claimed in claim 5, further comprising the step of awarding to a draw winning gaming machine a further game to determine the actual prize won.
10. A method as claimed in claim 9, wherein the time allowed for playing the further game is limited to a predetermined period.
11. A method as claimed in claim 9, wherein the prize is a jackpot or

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one of a plurality of jackpots, the method further comprising the step of suspending the jackpot(s) until the determination of the further game.

12. A method as claimed in claim 1, wherein the prize is a jackpot pool.

5 13. A method as claimed in claim 12, wherein the jackpot pool comprises an initial amount and a proportion of the amount wagered on the gaming machine(s) since the jackpot pool was reset.

10 14. A method as claimed in claim 1, further comprising the step of displaying a graphical representation of the probability of the gaming machine(s) winning the prize.

15. A method as claimed in claim 14 wherein the gaming system includes a plurality of gaming machines, and the probabilities are displayed in relative format.

15 16. A method as claimed in claim 1, wherein each gaming machine is an electronic gaming device.

17. A gaming system comprising  
at least one gaming machine;  
control means connected to the gaming machine(s), the control  
means being adapted to conduct a series of prize draws in each of which  
20 each gaming machine has an opportunity to win a prize on a non-deterministic basis; and

means for determining the winning probability of each gaming machine in each prize draw,

25 characterised in that the probability of a said gaming machine winning a prize draw is dependent on at least some of the amount wagered on that gaming machine during an elapsed period.

18. A gaming system as claimed in claim 17 wherein the probability of a said gaming machine winning a prize draw is related to the total wagered amount recorded during the elapsed period for that gaming machine.

30 19. A gaming system as claimed in claim 17, wherein the elapsed period is a rolling or sliding predetermined period of time prior to each prize draw.

20. A gaming system as claimed in claim 19, wherein the control

means includes means for recording during the predetermined period amounts wagered on each gaming machine.

21. A gaming system as claimed in claim 17, wherein the control means includes a jackpot controller, and the prize is a progressive linked  
5 jackpot.

22. A gaming system as claimed in claim 17, wherein each gaming machine is an electronic gaming device.

23. A gaming system as claimed in claim 17, having display means to display a graphical representation of the probability of each gaming  
10 machine of winning the prize draw.

24. A gaming machine having means for effecting a prize draw to award a prize on a non-deterministic basis, and

means for determining the probability of the gaming machine  
15 winning the prize,

characterised in that the probability of the gaming machine winning the prize is dependent on at least some of the amount wagered on the gaming machine during an elapsed period.

25. A gaming machine as claimed in claim 24, wherein the probability is related to the total wagered amount recorded during the elapsed  
20 period.

26. A gaming machine as claimed in claim 24 wherein the elapsed period is a sliding or rolling predetermined period prior to the prize draw.

27. A gaming machine as claimed in claim 26, further comprising  
25 means for recording during the predetermined period amounts wagered on the gaming machine.

28. A gaming machine as claimed in claim 24 having display means to present a graphical representation of the probability of winning the prize draw.